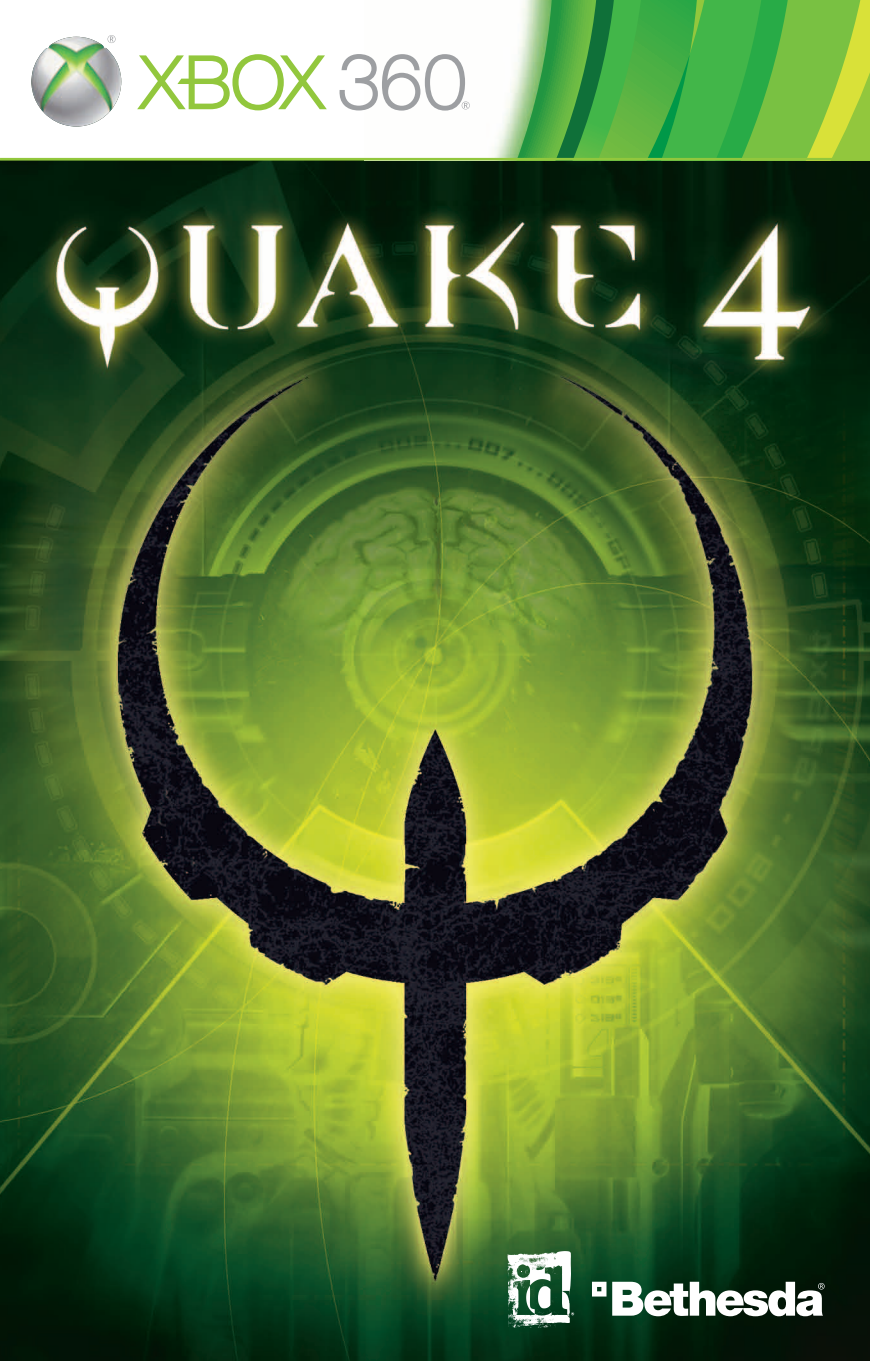
XBOX 360
QUAKE 4
id
Bethesda

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support.**

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

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DEFAULT GAME CONTROLS

QUAKE® 4 BACKGROUND

In the mid-21st century, a barbaric alien race called the Strogg launched a massive invasion on Earth. While the invasion was originally believed to be an attempt to strip the planet of its natural resources, humans soon discovered the Strogg are only after one thing: the human remains of those they kill. Through a horrific process, the limbs and flesh of the fallen are fused with metal and machinery to create the monstrosities that are the alien Strogg.

The Strogg battled the human race for years on Earth, but as resources became depleted, Earth mounted a counter-assault on the Strogg homeworld. The first assault force was launched from the fleet and encountered massive resistance—most of the drop-ships were destroyed by the Strogg homeworld's massive defense weapon known as "The Big Gun." However, one surviving Marine broke through and was able to destroy The Big Gun and ultimately defeat the Strogg leader, the Makron. However, the war did not end there.

The Strogg proved to be extremely resilient and as the war continued to rage, the Strogg regrouped and constructed a new and more powerful Makron. You are Matthew Kane, a member of the elite Rhino Squad and part of the next massive invasion that spans across the entire Stroggos planet. Equipped with hi-tech weapons and mobile vehicles, and teamed with a top Marine squadron, you soon realize this war is far from over. In fact, your worst nightmare is soon realized when you discover to defeat the Strogg, you must become one of them.

MENUS

Load Game—Choose this to load or delete a saved game.

Campaign—Choose this to begin or continue a Single Player game.

Multiplayer—Join or host a game on Xbox Live® or System Link.

- **Xbox Live®**: Connect via the Internet to play *QUAKE 4* on Xbox Live.
- **System Link**: Connect Xbox 360 consoles locally using an Xbox System Link Cable or via your LAN.
- **Settings**: Set your Multiplayer character model and your rail color.

Options—Set your game options. The settings apply to both Single Player and Multiplayer.

- **Controls**
  - >> **Sticks**: Choose your stick configuration, which affects looking and movement. You can also invert your look direction from this menu.
  - >> **Buttons**: Choose your configuration for button controls.
  - >> **Sensitivity**: Choose how fast you want your crosshair to move with the stick.
- **Audio**
  - >> **Sound Volume**: Set the game's volume.
  - >> **Music Volume**: Set the game's music volume.
    Note: If you choose a custom soundtrack, this slider will not function until you choose Return Control to Game from the Xbox Guide.
  - >> **Xbox Live Voice Comm**: Enable or disable voice communications for Multiplayer over Xbox Live.
- **Game Settings**
  - >> **Auto Weapon Reload**: Toggle whether you want to automatically reload when your weapon runs out of ammo, if ammo is available.
  - >> **Auto Weapon Switch**: Toggle whether you want to automatically switch weapons when you pick up a new weapon.
  - >> **Aim Assist**: Toggle whether you want a bit of assistance in targeting enemies. This does not affect aim in Multiplayer.
  - >> **Vibration**: Activate vibration mode on your controller.
  - >> **Crosshair color**: Choose the color of your crosshair.

Credits—The people who made the game.

IN-GAME DISPLAY

1) Objective indicator—When you receive a new objective, it will briefly appear here. To review your objectives during a game, press ◀.

2) Item pickup indicator—When you pick up armor, ammo, health or a new weapon, an indicator appears here.

3) Clip Ammunition—The amount of ammunition in your current weapon. Press the Ⓧ button to reload it from your reserve ammunition. With some weapons, this indicator is also shown on the weapon's status display.

4) Reserve Ammunition—The amount of additional ammo you're carrying for the selected weapon. Reloading depletes this reserve.

5) Health—The amount of damage you can take. When healthy, the green bar is full. As you're shot or injured, this number decreases and the bar empties. If the number reaches 0, you will die. Picking up health packs restores your health.

6) Reticle/Cursor—Your reticle generally assists in aiming. However, as you approach other Marines, your weapon lowers and your reticle indicates you can talk to the person. Their name appears next to the reticle. When you approach a computer panel or other graphical interface, your weapon lowers and your reticle becomes a mouse pointer you can use to interact with the information on-screen.

7) Armor—Displays how much armor you have on. When you're shot or take damage, some of the impact is absorbed by the armor you wear. When your armor is completely intact, the green bar is full. As you take damage, the number decreases and the bar empties. When armor is over 100 in Multiplayer, it slowly counts down to 100.

WEAPONS

When you land on Stroggos, you'll have access to standard Marine weapons:

Blaster—Standard Marine-issue energy pistol, with two different modes of fire. Pull the **Attack** trigger (RT by default) to quickly fire smaller blasts. Fire a stronger blast by holding down the **Attack** trigger briefly and charging up, and then releasing it to fire. A lit panel on the back of the weapon indicates a full charge. Powered by nuclear batteries, the blaster never runs out of ammo. In addition, there's an under-barrel-mounted flashlight for use in dark areas. Press the **Flashlight** button (Y by default) to get some light.

Machinegun—Combining fully automatic fire and a single-shot scoped mode, the machinegun is truly a versatile weapon. It holds 40 rounds in the clip, and, like the blaster, it includes an under-barrel flashlight. If there's a machinegun in your inventory and ammo is available, pressing the Flashlight button brings up the machinegun's flashlight rather than the pistol's. To use the scoped mode, pull and hold the **Zoom/Weapon Special** trigger (LT by default).

Shotgun—With an eight-round internal magazine, the shotgun is excellent for close-range combat, but less useful against targets at medium or long ranges.

Most of the weapons will receive modifications during gameplay by helpful Marine technicians. Some of the modifications will work without any extra action on your part, such as a rate-of-fire increase. Pulling and holding the **Zoom/Weapon Special** trigger activates other modifications.

In your time on Stroggos, you may come across Strogg-developed weapons, so give your enemies a taste of their own medicine!

During the course of your campaign, you'll take the controls of an SMC Hovertank and Walker. Each vehicle has two weapons available. To select between these weapons, use the previous weapon/next weapon buttons (LB, RB by default). You'll see the weapon type change in the lower left corner of your HUD.

MEDICS & TECHNICIANS

Support crew, in the form of Medics and Technicians, are also there to assist you in the battle against the Strogg. Medics can heal you and Technicians can patch up your armor, both up to maximum levels. When they're not occupied (like combat or already talking to someone), you can get a Medic or Technician in your crosshairs and talk to them using the **Use/Talk** button (B by default) to request assistance. If one notices you're damaged after a fight, they'll come up to you and take care of you of their own volition.

SAVING & LOADING

You can save your game at any time. Your game is also AutoSaved when entering a new level, or at mid-level checkpoints. To save or load your progress, press ▶ to pause the game and reveal the ingame menu.

GAMERCARD ACHIEVEMENTS

While playing *QUAKE 4*, you will be able to gain rep points on your gamercard by tackling certain challenges. These challenges include completing an entire level using just one weapon type, placing first on any leaderboards in a Multiplayer game and others. For a complete list of awards, check out the gamecard section of your dashboard, then select *QUAKE 4* .

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

MULTIPLAYER

QUAKE 4 Multiplayer pits combatants against each other in a fast and frenetic arena where only the quickest and most skilled will achieve victory. Compete in one of five game modes: Deathmatch, Team Deathmatch, Tournament, Capture the Flag and Arena CTF.

ITEMS AND POWER-UPS

On many maps, items and power-ups are present to boost your abilities. Items and power-ups include:

Health—Yellow boosts your health by 25, Gold by 50. These pickups will not increase your health over 100.

Health Pack—Green health packs increase your health by 5, and can increase health above 100. Health above 100 drops back down to 100 over time.

Mega Health—The blue mega health grants you 100 health, up to a maximum of 200. Health above 100 drops back down to 100 over time.

Armor—Armor is available in three strengths: armor shards (5 Armor), the yellow small armor vest (50 armor) and the red large armor vest (100 armor). Armor can go up to a maximum of 200, but armor over 100 drops back down to 100 over time.

Quad Damage—Significantly increases the damage of all your attacks for a time.

Invisibility—Makes you harder to see for a short duration.

Regeneration—Regenerates 15 health/sec when you are under 100 health or 5 health/sec when you are over 100 health for a short duration.

Haste—Increases your run speed and rate of fire for a short duration.

GAMETYPES

DEATHMATCH
The ultimate goal of this classic game mode is to frag anything that moves. Don't let your guard down, and remember — everyone is your opponent. The player with the most kills wins.

TEAM DEATHMATCH
Upon joining a Team DM game, you will be assigned to a team: Marine or Strogg. The team with the highest number of frags wins.

TOURNAMENT
Players battle one-on-one in a single-elimination tournament tree, with the winner of each battle moving on to the next round to fight another winner, until the last two fight it out. Each battle in each round happens at the same time, and when a battle is finished, the players can spectate in the other battles' arenas.

CAPTURE THE FLAG
Divided up into two teams, Strogg and Marines must attempt to capture each other's flag from the opposite end of the arena. Each player spawns near their own flag. To score, a team must take the opposing team's flag, bring it back to their own base and touch it to their flag—provided the enemy hasn't stolen it!

ARENA CAPTURE THE FLAG
This maintains the premise of CTF, but adds a power-up system. These power-ups last until the player dies, and will not respawn while owned by a player. The power-ups that can be found in the arena are:

Scout—Allows you to move faster and increases your rate of fire, but negates your ability to utilise armor.

Guard—This power-up gives you 200 armor when acquired, and allows you to accumulate up to 200 armor without decreasing over time. It also regenerates 15 health/sec when you are under 100 health and 5 health/sec when you are over 100 health.

Doubler—When you have the Doubler power-up, all your attacks do double damage.

Ammo-Regen—While you have Ammo-Regen, your ammunition will slowly regenerate up to the default amount for the weapons you acquire, even while you have another weapon active. Also, your rate of fire increases.

Additionally, standard power-ups stack on top of these power-ups. For example, a player with Doubler and Quad Damage does massive damage, a player with Guard and Regeneration heals very quickly and a player with Scout and Haste moves very, very fast.

QUICK MATCH
To find the first available match based on the last custom match settings you used, select this option. If an open game is found that matches your criteria, you will be added to the lobby for that game. If no matches are found, you will create a lobby. You need at least one other player to begin your match.

CUSTOM MATCH
To choose criteria for the game you'd like to play, select Custom Match. You can choose gametype, match length and player or ranked matches. Again, if an open game is found that matches your criteria, you will be added to the lobby for that game. If no matches are found, you will create a lobby. You need at least one other player to begin your match.

PRIVATE MATCH
To create a game for friends, select Private Match. You can set up all the features of the host here, including a custom map cycle. You can invite others to join your session by inviting them to join your party. When you start a Private Match, the server spawns immediately and any players in your current party will start playing. Invited players joining after the match has started will join the match in progress. Private Matches do not report any skill information or leaderboard stats to Xbox Live.

A note about ranked and player matches: In a ranked match, your stats will be reported to the Xbox Live leaderboards. Any awards given will also be reported and stored on your gamercard. Ranked matches are meant to be competitive and are arbitrated by the Xbox Live service to ensure all players are competing fairly. Player matches operate like ranked matches, except they do not report leaderboard stats or award achievements. However, it's advisable to treat these matches as practice for ranked matches because your skill during these matches will still be reflected on your gamercard.

SYSTEM LINK
For local multiplayer action, connect two Xbox 360 consoles together using an Xbox System Link Cable or link up multiple Xbox 360 consoles via your LAN.

JOIN MATCH

This brings up any available sessions in a browser detailing gametype, map, number of players, frag limit and time limit. Press the X button to refresh the list.

START MATCH

This allows you to create a session for other Xbox 360s connected to your LAN or via an Xbox System Link Cable. When creating a match, you have the ability to configure your session in the same way as a private match over Xbox Live.

GAMETYPES

In both player and ranked matches, gametypes are presets for play modes, map cycle and minimum number of players. The Game Length option sets the time limit: quickie, average and endurance are 10, 20 and 30 minutes, respectively. Game length also determines the frag/capture limit according to the table below:

	QUICKIE FRAG/CAP LIMIT	AVERAGE FRAG/CAP LIMIT	ENDURANCE FRAG/CAP LIMIT	MAP CYCLE	MINIMUM PLAYERS
DEATHMATCH	5	15	30	All DM and Tourney Maps	2
TEAM DEATHMATCH	10	30	50	All DM and Tourney Maps	4
CAPTURE THE FLAG	2	5	10	All CTF Maps	4
ARENA CTF	2	5	10	All CTF Maps	4
TOURNEY	2	5	10	All Tourney Maps and The Longest Day	2

Frag/Capture Limit: This is the number of frags (in DM, TDM or Tourney modes) or the number of flag captures (in CTF or Arena CTF modes) required to end the match.

Map Cycle: This is the group of maps that will be used for this gametype.

Minimum Players: This is the minimum number of players required to start a session of this type.

LEADERBOARDS

Select this option to review the leaderboards for *QUAKE 4* on Xbox Live. This allows you to see who has accomplished what, including overall points scored, number of frags, games played, accuracy and special awards won.

To move up in the Xbox Live Leaderboard rankings, you must acquire win points by being victorious in your ranked online matches. The total number of points that are up for grabs vary according to game length: Quickies are worth 10, Average matches are valued at 20 and Endurance matches offer 30 points. The gametype you're playing also affects how many points you can earn. The distribution of points is as follows:

Deatchmatch: Winner takes all.

Team Deathmatch: The winning team divides the points among all team members based on that team member's contributions. The more frags you get for the team, the more points you'll receive.

Capture the Flag/Arena CTF: Similar to Team Deathmatch, your captures, assists and defensive effectiveness determine your win points.

Tourney: The winner of the Tourney match takes all the win points.

XBOX LIVE MARKETPLACE

Selecting the Xbox Live Marketplace item brings up the Xbox 360 Guide. This allows you to see your membership type, Microsoft point balance and what's available to download for *QUAKE 4*.

THE PARTY SYSTEM

The *QUAKE 4* party system allows you to invite friends or recent players through the Xbox 360 Guide to join up in a party. Once a party has been formed, you can all talk using Xbox Live voice communicators and decide what gametype you would like to play. The player that invited the others is designated the party leader and initiates the start game process. After the match is finished, all players are still in the party and can join another game together until they feel like leaving the party or the party leader chooses to disband the party.

All invites to parties are done through the Xbox 360 Guide. To invite other players, bring up the Friends or Players list and select players to invite to your party. Invited players will receive a message in the Xbox Guide that allows them to join your party. If they accept a party invite after you've already joined another party, match or have gone offline, they'll receive notification that the party is no longer joinable.

GAME SUMMARY

After each round or when pressing ◀ while in a game, you can bring up the Game Summary screen. Here, you can view the Scores, Percent Accuracy, Awards and Medals pages.

Scores
This shows kills, deaths and points of players in the session.

Percent Accuracy
This shows the accuracy based on number of shots and number of hits with each weapon.

Awards
This shows any special awards you have received during the match.

Capture—Awarded to a player who captures the flag in CTF/Arena CTF.

Assist—Awarded for helping capture the flag by either a) carrying it within 10 seconds of scoring, but not being the final carrier; or b) returning your team's flag, allowing your team to score (within 10 seconds).

Defense—Awarded for killing an enemy a) close to your flag, or b) while you are close to your flag.

Humiliation—Awarded to a player who gauntlets someone.

Excellent—Awarded for two kills in two seconds.

Impressive—Awarded for two rail hits in two seconds.

Combo Kill—Awarded for hitting another player with a rocket and then killing that player within three seconds with a rail shot. Shots must be consecutive.

Rampage—Awarded for three gib kills in five seconds. Kills do not need to be consecutive.

Medals—Special medals are awarded for certain skills. These are only awarded at the end of a match and will only be shown in the end of match summary.

Lemming—Awarded to the player with the most suicides during the game (must be more than five). Only one person will get this award.

Rail Master—Awarded to any player who got more than 80% of kills with the railgun.

Rocket Sauce—Awarded to any player who gets more than 80% of kills with the rocket launcher.

Brawler—Awarded to the player with the most gauntlet kills during the game (must be more than three). Only one person will get this award.

Sniper—Awarded to any player with 10 or more rail shots and 90% or higher rail accuracy. This doesn't count weapons that were not fired.

Critical Failure—Awarded to any player who didn't kill anyone during a round.

Frags—Awarded to any player who achieves more than 50 kills in a game.

Perfect—Awarded to the player with the most kills, if that player hasn't been killed him or herself.

Team Player—Given to the player with the most damage but the fewest kills.

Warranty Information

ZeniMax Europe Limited guarantees to the original purchaser of this computer software product that the disk/cartridge supplied with this product shall not show any fault during the first 90 days from the date of receipt of ownership. In the first instance please return the faulty product to the point of purchase, along with any proof of purchase. If for any reason this is not possible then please return the product to ZeniMax Europe Limited at the address below along with any proof of purchase, location of purchase, a statement describing the fault and any original packaging you may have. ZeniMax Europe Limited will reimburse the postage costs of returning any faulty products. This warranty is in addition to and does not affect your existing statutory rights regarding the product and your statutory rights are in no way restricted or affected by this warranty. If you require further advice regarding your statutory rights then please contact your local consumer affairs office or a lawyer.

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Technical and Customer Support

For technical and customer support, please call **+44 (0) 20 3027 0982**, UK opening hours: 8:00am to 7:00pm Monday to Friday with the exception of UK public holidays, and Saturday from 09:00 am to 5:00pm, email **SupportUK@bethsoft.com** or visit **www.bethsoft.com**. For warranty claims send your game disc to ZeniMax Europe Limited, Skypark – 9th Floor, 8 Elliot Place, Glasgow, G3 8EP, United Kingdom, together with a dated proof of purchase, your product number, a brief description of the error or defect, and your return address.

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